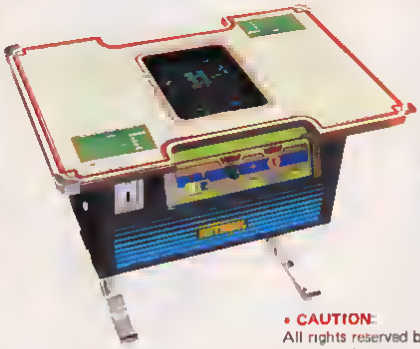
COSMIC GUERILLA

TRANSFERRED THE WORLD OF CARTOONS INTO TV GAME

THIS ATTEMPT, PROBABLY THE FIRST SUCH ATTEMPT IN JAPAN, WAS SUCCESSFULLY ACCOMPLISHED IN COOPERATION WITH ISHIMORI CO., LTD. (PRESIDENT: MR. SHOTARO ISHIMORI, A FAMOUS CARTOONIST).
COSMIC GUERILLA IS PACKED WITH UNIQUE IDEAS: THE WORLD OF CARTOONS COMES ALIVE AS ISHIMORI'S VAST EXPERIENCE IS UTILIZED.

DODGE THE GUERILLA ATTACK TO PROTECT YOUR LASER GUNS!!



[SPECIFICATIONS]

<Table type>
95-1632
AC100V 85W 50/60Hz
560mm(D) 800mm(W) 600-700mm(H)

<Upright type>
95-1653
AC100V 115W(Black and White)
145W(Color)
50/60Hz
800mm(D) 640mm(W) 1700mm(H)

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EXPANDS THE WORLD OF PLAY
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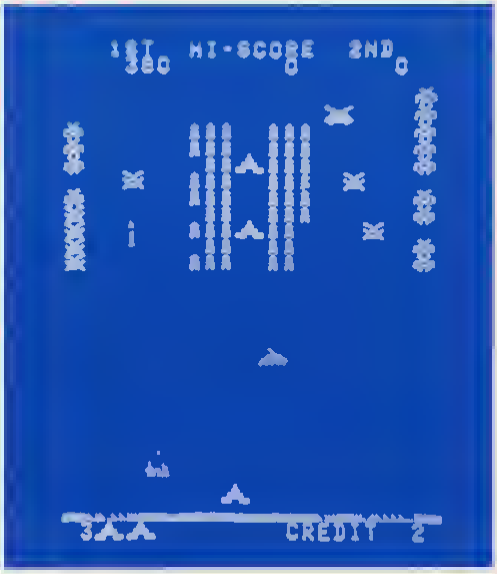
Los Angeles London Taiwan

UNIVERSAL COSMIC GUERILLA



HOW TO PLAY "COSMIC GUERILLA"

1. **SCORE DISPLAY** . . . . . 6-digit display from 0 — 999990.
2. **UFO** . . . . . When hit, 50 — 300 points are scored.
3. **GUERILLA** . . . . . The guerilla rushes towards your block from both sides to take it away while bombing. When the block disappears, he tries to take away the central laser gun to his position.
4. **BLOCK** . . . . . It protects the central laser gun. If the guerilla is shot before he takes away the block, it returns to its location.
5. **BASE** . . . . . It is a fortress prepared to protect your laser guns against the guerilla attack.
6. **LASER GUN** . . . . . It is moved from side to side by controlling the lever, and by pressing the fire button, it assaults the guerilla, UFO and mutant mole. (3 — 5 guns can be set by adjusting dip switches.)
7. **CENTRAL LASER GUN** . . . . It is destroyed when taken away to the guerilla's position. Extra 1,000 — 2,000 points (adjustable by dip switches) give you another central laser gun.
8. **MUTANT MOLE** . . . . . It appears every time you score 500 points, attacking your laser guns.
9. **CREDIT** . . . . . The number of credit games is counted.

SCORE

*The guerilla changes shape as the game continues . . . .

1 — 3 screens	Score	20 Points
4 — 6 screens		40 Points
7 — 9 screens		50 Points
10—12 screens Gold Guerilla		60 Points
After 13 screens		100 Points
UFO		50 — 300 Points
Mutant Mole		50 or 200 Points

1. If your laser gun is taken away by the guerille, shoot him before he returns to his position. (The lesar gun will stop there.)

2. Wait until the opposite (lefthand) guerille appears to take the laser gun. (Be careful of the action of the righthend guerilla!)

3. Shoot the lefthend guerille while he takes the leser gun to his position. (Return the lasar gun to its location!)

TECHNIC II

The mutant mole, when it is within the eree (B) in the drawing at left, does not atteck the laser guns.

TECHNIC III

Be careful of the "whirlwind" guerille!

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